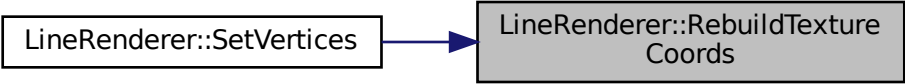


LineRenderer::SetVertices



```
graph LR; A[LineRenderer::SetVertices] --> B[LineRenderer::RebuildTextureCoords];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'LineRenderer::SetVertices'. A blue arrow points from the right side of this box to the left side of the right box. The right box is gray with a black border and contains the text 'LineRenderer::RebuildTextureCoords' on two lines.

LineRenderer::RebuildTexture
Coords